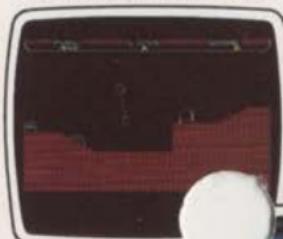


"THRUST" is immensely playable . . . there is no excuse to miss this slice of arcade action. Overall rating 94%.  
Gary Liddon, ZZAP! 64 Magazine, May 1986.



Screen pictures shown  
may be different machine  
versions of game.



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Et glimrende og fængsleven kræver præcision, behændighed  
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Wild Bunch  
Shorts Fuse  
Seabase Delta

\* Correct at time of printing

# THRUST

© 1986 JEREMY C. SMITH

Cover illustration by H.W.V.

MUSIC BY ROB HUBBARD © 1986 ROB HUBBARD

## THE GAME

The resistance is about to launch a major offensive against the Intergalactic Empire. In preparation for this, they have captured several battle-grade starships, but they lack the essential power sources for these formidable craft: Klystron Pods.

You have been commissioned by the resistance to steal these pods from the Empire's storage planets. Each planet is defended by a battery of "Limpet" guns, powered by a nuclear power plant. By firing shots at the power plant, the guns can be temporarily disabled; the more shots fired at the nuclear reactor, the longer the guns will take to recharge. **BUT BEWARE!!** If you fire too many shots at the reactor, it will become critical, giving you just ten seconds to clear the planet before it is destroyed. If you have not already retrieved the pod stored at that planet, then you will have failed the mission. If you have retrieved the pod, and you manage to send the reactor into its critical phase, and leave the planet safely, you will receive a hefty bonus. Further into the Empire's system, you will encounter planets with REVERSE GRAVITY and something even more deadly. . . .

## LOADING

1. COMMODORE 64 OWNERS: After connecting your tape unit to your Commodore 64 according to the user manual, place the rewind cassette into the tape unit. Press SHIFT and RUN/STOP simultaneously on your Commodore, and press PLAY on the tape unit.
2. COMMODORE 128 OWNERS: Switch off your Commodore 128, and switch it back on again whilst holding down the COMMODORE KEY. Now follow the instructions for Commodore 64 owners given above.

## PLAYING THE GAME

You can control your ship with the keyboard, using the following keys:

A = ROTATE SHIP ANTICLOCKWISE RETURN = FIRE

S = ROTATE SHIP CLOCKWISE SHIFT = THRUST

SPACE BAR = ACTIVATE TRACTOR BEAMS/EXTERNAL SHEIELDS

F1 = SOUND OFF F3 = SOUND ON F5 = PAUSE GAME F7 = CONTINUE

AFTER PAUSE RUN/STOP = ABORT GAME

To collect a Klystron Pod, hover just above the pod, activate the tractor beam, and thrust away from the pod. When the automatic tow-bar has fixed to the pod, you can deactivate the tractor beam.

To collect fuel, hover above a fuel cell, and activate the tractor beam.

## SCORING

DESTROYING A LIMPET GUN 750 POINTS

DESTROYING A FUEL CELL 150 POINTS

PICKING UP A FUEL CELL 300 POINTS

BONUS FOR MISSION COMPLETION VARIES ACCORDINGLY

BONUS FOR DESTROYING PLANET MISSION BONUS + 2000 POINTS

MISSION FAILURE NO BONUS!!

A spare ship is allocated for every 10,000 points.

The game will end if (a) You die and have no spare ships

(b) You run out of fuel.

## HEY THERE!!!

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